

**UTAH CTE SKILL CERTIFICATION
STUDENT PERFORMANCE EVALUATION**
Test Number: #818 Test Name: 3D Graphics and Animation

(PRINT) Student's Name: _____ Date: _____

(PRINT) Teacher's Name: _____ School: _____

Teacher's Signature: _____ District: _____

The performance evaluation is a required component of the skill certification process. Each student must be evaluated on the required performance objectives below. Performance objectives may be completed and evaluated anytime during the course. Students who achieve a 3 or 4 (moderately to highly skilled) on **ALL** performance objectives, and 80% on the written test will be issued an ATE skill certificate.

Instructions

- Students should be aware of their progress throughout the course, so that they can concentrate on the objectives that need improvement.
- Students should be encouraged to repeat the objectives until they have performed at a minimum of a number **3 or 4 on the rating scale (moderately to highly skilled level)**.
 - 4 = highly skilled Successfully demonstrated without supervision
 - 3 = moderately skilled Successfully demonstrated with limited supervision
 - 2 = limited skill Demonstrated with close supervision
 - 1 = not skilled Demonstration requires direct instruction and supervision
- When a performance objective has been achieved at a minimum of 80% (moderately to highly skilled level), "**Y**" (**Y=YES**) is recorded on the performance summary evaluation form. If a student does not achieve a 3 or a 4 (moderately to highly skilled level), then an "**N**" (**N=NO**) is recorded on the summary sheet for that objective.
 - All performance objectives **MUST** be completed and evaluated prior to the written test.
 - The teacher will bubble in "**A**" on the ATE skill certification answer sheet (SCANTRON) for item **#81** for students who have achieved "**Y**" on **ALL performance objectives**.
 - The teacher will bubble in "**B**" on the ATE skill certification answer sheet (SCANTRON) for item **#81** for students who have **ONE or more "N's"** on the performance objectives.
- The signed evaluation sheet(s) **MUST** be kept in the teacher's file for two years.
- A copy is also kept on file with the schools ATE skills certification testing coordinator for two years.

3D Graphics and Animation Performance Objectives				
Yes		No		Standard 1 – Students will identify the applications of 3D Graphics and Animation through exploring the career opportunities and the relevant history of the industry.
4	3	2	1	
				<input type="checkbox"/> Identify career opportunities in the <i>3D graphics and animation</i> industry <input type="checkbox"/> Demonstrated employability skills such as responsibility, dependability, ethics, respect and cooperation <input type="checkbox"/> Performed with a positive work ethic and attitude <input type="checkbox"/> Developed a realistic Student Education Occupation Plan (<i>SEOP</i>) to guide further educational/occupational pursuits
Yes		No		Standard 2 – Students will create a basic 3D model as an introduction to the 3D development process.
4	3	2	1	
				<input type="checkbox"/> Created a basic 3D model that includes: <ul style="list-style-type: none"> • Objects • Surface Materials • Camera • Lighting • Animation • Rendering

Yes		No		Standard 3 – Students will model 3D objects.
4	3	2	1	
				<input type="checkbox"/> Created 3D models using primitives <input type="checkbox"/> Created 3D models using splines <input type="checkbox"/> Edited 3D models
Yes		No		Standard 4 – Students will apply surface materials to 3D models.
4	3	2	1	
				<input type="checkbox"/> Applied mapping to 3D objects <input type="checkbox"/> Applied prebuilt textures to 3D objects <input type="checkbox"/> Created, applied and edited custom built textures
Yes		No		Standard 5 – Students will apply lighting and camera techniques to achieve intended effects.
4	3	2	1	
				<input type="checkbox"/> Applied the 3 point lighting system to 3D models <input type="checkbox"/> Added, edited and moved lights around 3D models to create desired effects <input type="checkbox"/> Used lighting to create mood and atmosphere <input type="checkbox"/> Animated a camera
Yes		No		Standard 6 – Students will animate 3D models.
4	3	2	1	
				<input type="checkbox"/> Demonstrated keyframing and the use of a timeline <input type="checkbox"/> Demonstrated cycle animation <input type="checkbox"/> Created an animation path
Yes		No		Standard 7 – Students will render 3D models.
4	3	2	1	
				<input type="checkbox"/> Rendered a high quality final project in an appropriate output format
Yes		No		Standard 8 – Students will understand and demonstrate the process of creating 3D animation.
4	3	2	1	
				<input type="checkbox"/> Demonstrated the 3D animation development process